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- Sanfillippo, Daniel  
Springfield, MA 01105 (US)
- Merino, Darrell  
East Longmeadow, MA 01028 (US)
- Franklin La Barbara, A. Jr.  
Rumford, RI 02916 (US)
- Wiesenhahn, Mark  
Milton, MA 02186 (US)
- Melone, Georgina M.  
Barrington, RI 02806 (US)

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(71) Applicant: Hasbro Inc.  
Pawtucket, RI 02862-1059 (US)

(72) Inventors:

- Roach, Alan P.  
Wilbraham, MA 01095 (US)
- Kullgren, Peter M.  
Springfield, MA 01105 (US)

(74) Representative: Skone James, Robert Edmund  
GILL JENNINGS & EVERY  
Broadgate House  
7 Eldon Street  
London EC2M 7LH (GB)

### (54) Wireless interactive electronic toy

(57) Wireless interactive gaming system where users can engage in a solo play mode to collect components to build warriors. The user uses the collected components to build a warrior that can be used to attack oth-

er game units. Communication can occur with or without handshaking. Warriors are created from a head, body, and tail with varying abilities and with a pre-programmed attack sequence.

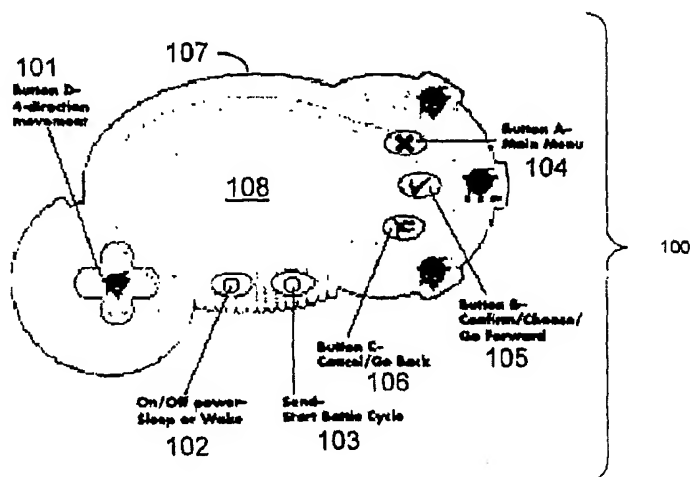


FIG. 1A